

### **Amendment to the Claims**

1. (Previously presented) A method comprising:

initiating a secondary game at a gaming device, in which the course of the secondary game depends on outcomes of two or more handle pulls;

determining at a first time a first situation of the secondary game, in which the first situation includes a first amount of time available for completing the secondary game;

determining, based on a random number generator, a first outcome;  
and

determining, at a second time, based on the first game situation and the first outcome, a second game situation, in which the second game situation includes a second amount of time available for completing the secondary game;

in which the difference between the first amount of time and the second amount of time is greater than the elapsed time between the first time and the second time.

2. (Currently amended) The method of claim 1 further including determining a reduction of time associated with the first outcome.

3. (Currently amended) The method of claim 2 in which determining a second game situation includes determining, at a second time, based on the first game situation and the reduction of time, a second game situation, in which the second game situation includes a second amount of time available for completing the secondary game.
4. (Currently amended) The method of claim 2 in which the difference between the first amount of time and the second amount of time is equal to the sum of the reduction of time and the elapsed time between the first time and the second time.
5. (Currently amended) The method of claim 1 in which determining a first situation includes determining, at a first time, a first situation of the secondary game, in which the first situation includes a first amount of time available for completing a first number of handle pulls in the secondary game.
6. (Currently amended) The method of claim 5 in which determining a second situation includes determining, at a second time, based on the first game situation and the first outcome, a second game situation, in which the second game situation includes a second amount of time available for completing a second number of handle pulls in the secondary game.
7. (Currently amended) The method of claim 6, in which the second number of handle pulls is one less than the first number of handle pulls.

8. (Currently amended) The method of claim 1 in which determining a first situation includes determining at a first time a first situation of the secondary game, in which the first situation includes a first amount of time available for a game character to reach a destination in the secondary game.

9. (Currently amended) The method of claim 1 in which determining a first situation includes determining at a first time a first situation of the secondary game, in which the first situation includes a first amount of time available to obtain a target number of game indicia.

10. (Currently amended) The method of claim 1 in which determining the first outcome includes:

receiving an initiation signal from a player;

generating a random number;

determining an outcome associated with the random number, in which the outcome comprises a set of symbols;

spinning a set of reels of the gaming device; and

stopping the reels such that the set of symbols are visible to the player.

11. (Original) A method comprising:

initiating a secondary game at a gaming device, in which the course of the secondary game depends on outcomes of two or more handle pulls;

determining a first situation of the secondary game, in which the first situation includes a first number of handle pulls available for completing the secondary game;

determining a first outcome; and

determining based on the first game situation and the first outcome, a second game situation, in which the second game situation includes a second number of handle pulls available for completing the secondary game.

12. (Previously presented) The method of claim 11 in which the second number of handle pulls is (i) less than one less than the first number of handle pulls and (ii) greater than one.

13. (Previously presented) A method comprising:

initiating a secondary game at a gaming device, in which the course of the secondary game depends on outcomes of two or more handle pulls

determining a first situation of the secondary game,

in which the first situation includes a first plurality of locations that may be occupied by a game character,

in which the first situation includes a first set of connections among the first plurality of locations, and

in which at least one of the first plurality of locations confers an advantage to a player if occupied by the game character;

determining a first outcome; and

determining a second situation of the secondary game,

in which the second situation includes a second plurality of locations that may be occupied by the game character,

in which the second situation includes a second set of connections among the second plurality of locations, and

in which at least one of the second plurality of locations confers an advantage to the player if occupied by the game character,

wherein there is at least one difference between at least one of

the first plurality of locations of the first situation as compared to the second plurality of locations of the second situation and

the first set of connections of the first situation as compared to the second set of connections of the second situation.

14. (Currently amended) The method of claim 13 in which the second situation includes a second set of connections among the second plurality of locations, the second set of connections differing from the first set of connections.

15. (Currently amended) The method of claim 13 in which the second situation includes a second plurality of locations that may be occupied by [[a]]the game character, the second plurality of locations differing from the first plurality of locations.

16. (Currently amended) The method of claim 13 in which the second situation includes a second plurality of locations that may be occupied by [[a]]the game character, the first plurality of locations including one location not included in the second plurality of locations.

17. (Previously presented) A method comprising:

initiating a secondary game at a gaming device, in which the course of the secondary game depends on outcomes of two or more handle pulls;

determining a first situation of the secondary game, in which the first situation includes an objective within the secondary game and a first prize amount associated with the objective;

determining a first outcome; and

determining, based on the first situation and the first outcome, a second situation, in which the second situation includes the objective and a second prize amount associated with the objective.

18. (Currently amended) The method of claim 17 in which determining a second situation includes determining, based on the first situation and the first outcome, a second situation, in which the second situation includes the objective and a second prize amount associated with the objective, and in which the second prize amount is different from the first prize amount.

19. (Currently amended) The method of claim 17 in which determining a first situation includes determining a first situation of the secondary game,

in which the first situation includes an objective for a game character to reach a particular square on a game board, and

in which the first situation includes a first prize amount associated with the objective.

20. (Currently amended) The method of claim 17 in which determining a first situation includes determining a first situation of the secondary game,

in which the first situation includes an objective for a player to obtain a certain number of symbols on reels of the gaming device over the course of multiple spins, and

in which the first situation includes a first prize amount associated with the objective.

21. (Previously presented) The method of claim 1, further comprising:

receiving a prepayment for the two or more handle pulls prior to an initiation of the secondary game, wherein the prepayment is distinct from an addition of credits to a balance of credits available for wagering on a primary game.

22. (Previously presented) The method of claim 11, further comprising:

receiving a prepayment for the two or more handle pulls prior to the initiation of the secondary game, wherein the prepayment is distinct from an addition of credits to a balance of credits available for wagering on a primary game.

23. (Previously presented) The method of claim 13, further comprising:

receiving a prepayment for the two or more handle pulls prior to the initiation of the secondary game, wherein the prepayment is distinct from an addition of credits to a balance of credits available for wagering on a primary game.



24. (Previously presented) The method of claim 17, further comprising:  
receiving a prepayment for the two or more handle pulls prior to the initiation of the secondary game, wherein the prepayment is distinct from an addition of credits to a balance of credits available for wagering on a primary game.

25. (New) A method comprising:

initiating a secondary game at a gaming device, in which the course of the secondary game depends on outcomes of two or more complete primary games;

determining a first situation of the secondary game, in which the first situation includes an objective within the secondary game and a first prize amount associated with the objective;

determining a first outcome; and

determining, based on the first situation and the first outcome, a second situation, in which the second situation includes the objective and a second prize amount associated with the objective.

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